

LIST OF CURRENT CLAIMS

1. (Original) A method for translating an information code of a video game, comprising the steps of:

(a) receiving an audio/video signal from said video game, wherein said audio/video signal contains said information code interpreted in an original language to be output on a display device;

(b) pre-storing said audio/video signal in a memory module;

(c) extracting said information code from said audio/video signal in said memory module;

(d) translating said information code from said original language into a selected language to form a translated data;

(e) introducing said translated data back into said audio/video signal in said memory module; and

(f) outputting said audio/video signal with said translated data at said display device, in such a manner that a player of said video game is able to understand said translated data while said player is familiar with said selected language of said translated data.

2. (Original) The method, as recited in claim 1, wherein said information code comprises a literal data to be translated as said translated data in said memory module and to be output at said display device in text message manner.

3. (Original) The method, as recited in claim 2, wherein said information code is substituted by said translated data to be output at said display device.

4. (Original) The method, as recited in claim 2, wherein said translated data is captioned to be output at said display device.

5. (Original) The method as recited in claim 2, in step (d), further comprising a step of searching said information code from a language database for matching a closest meaning of said information code corresponding to said translated data.

6. (Original) The method, as recited in claim 2, after step (a), further comprising a step of converting said audio/video signal into a digital form for processing in said memory module.

7. (Original) The method, as recited in claim 5, after step (a), further comprising a step of converting said audio/video signal into a digital form for processing in said memory module.

8. (Original) The method, as recited in claim 1, wherein said information code comprises a verbal data to be translated as said translated data in said memory module and to be output at said display device in voice message manner.

9. (Original) The method, as recited in claim 8, wherein said information code is replaced by said translated data to be output at said display device.

10. (Original) The method as recited in claim 8, in step (d), further comprising a step of searching said information code from a language database for matching a closest meaning of said information code corresponding to said translated data.

11. (Original) The method, as recited in claim 8, after step (a), further comprising a step of converting said audio/video signal into a digital form for processing in said memory module.

12. (Original) The method, as recited in claim 10, after step (a), further comprising a step of converting said audio/video signal into a digital form for processing in said memory module.

13. (Original) The method, as recited in claim 1, wherein said information code comprises a literal data and a verbal data to be translated as said translated data in said memory module, wherein said literal data is output at said display device in text message manner and said verbal data is output at said display device in voice message manner.

14. (Original) The method as recited in claim 13, in step (d), further comprising a step of searching said information code from a language database for matching a closest meaning of said information code corresponding to said translated data.

15. (Original) The method, as recited in claim 14, after step (a), further comprising a step of converting said audio/video signal into a digital form for processing in said memory module.

16. (Currently Amended) A game system, comprising:

a memory module for pre-storing an audio/video signal containing an information ~~data~~ code to be output, and a game translator comprising a processor communicating with said memory module to extract said information code from said audio/video signal in said memory module; and

~~means for translating~~ a translator configured to translate said information code from an original language into a selected language to form a translated data, wherein said translated ~~data~~ data is introduced back into said audio/video signal in said memory module to be output.

17. (Currently Amended) The game system, as recited in claim 16, wherein said ~~translating means~~ translator is a translation program loaded in said processor for translating a literal data of said information code into a selected language to be output in text message manner.

18. (Currently Amended) The game system, as recited in claim 16, wherein said ~~translating means~~ translator is a translation program loaded in said processor for translating a verbal data of said information code into a selected language to be output in voice message manner.

19. (Original) The game system, as recited in claim 17, further comprising a language database linked to said processor wherein said translating means searches in said language database for matching a closest meaning of said information code corresponding to said translated data.

20. (Original) The game system, as recited in claim 18, further comprising a language database linked to said processor wherein said translating means searches in said language database for matching a closest meaning of said information code corresponding to said translated data.

21. (Original) The game system, as recited in claim 19, further comprising a digital converter electrically connected to said memory module for converting said audio/video signal into a digital form in said memory module.

22. (Original) The game system, as recited in claim 20, further comprising a digital converter electrically connected to said memory module for converting said audio/video signal into a digital form in said memory module.